



# Icon Design Guide v1.0

Icons have become an essential component of modern design, particularly in digital interfaces. These small, visually appealing symbols have the power to convey complex ideas and actions in a simple and intuitive way. They provide a visual shorthand that can communicate anything from the most basic commands to more abstract concepts.

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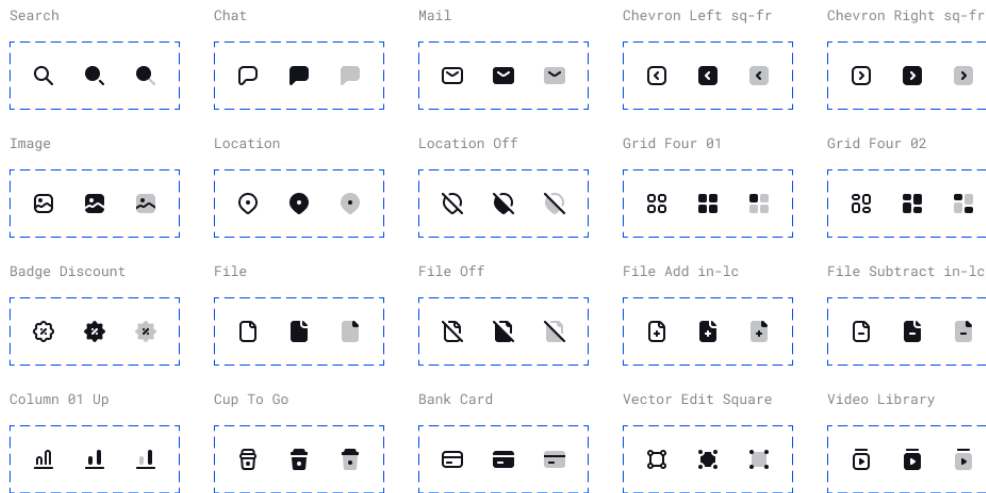
## Resources

## Free Icons

Universal Icon Set v2.0

Icons: 60

Last Update: Feb 26, 2021



123done

Optimize your design process

[www.123d.one](http://www.123d.one)

[support@123d.one](mailto:support@123d.one)



UNIVERSAL ICON SET v2.2 | Preview

Last modified by Dima Groshev • 17 days ago

## Best practices

### Clarity

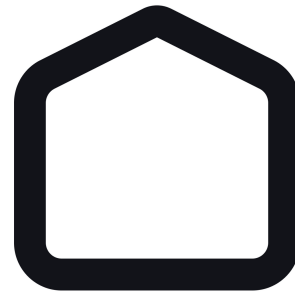
Create a recognizable design. The human eye processes visual images much faster than text. It is also a universal way of understanding information in any language. So, the more accurate the metaphor of your icon is, the sooner it can be “read”. And this is the first thing to pay attention when creating icons.

✓ Do



Use clear metaphors

✗ Don't



Avoid complex to understand metaphors

## Simplicity

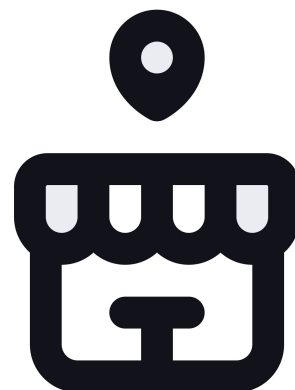
Simplicity can be achieved by using the minimum possible number of parts for creating an icon. If in the work process the icon turns out to be complex, do not be afraid to remove unnecessary details, leaving only the most important parts.

✓ Do



Make your icons as simple as possible

✗ Don't



Don't use a lot of details in your icon

## Icon set style

To design a set of icons, use the same style so they look cohesive and users can easily recognize and understand them. Consider the context they will be used in and make sure they are clear for the target audience.

✓ Do



Keep consistent icon style in one set

✗ Don't



Don't mix different styles in one set

## Foundation

24 x 24 px grid

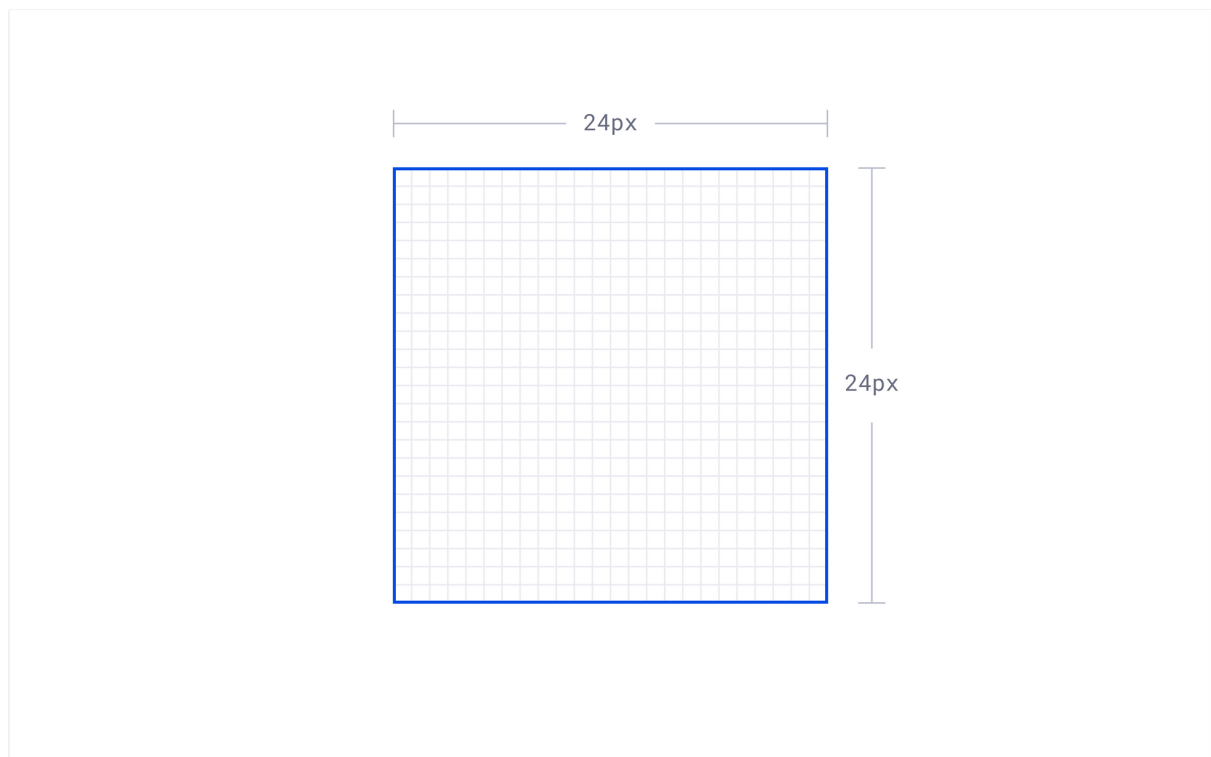
2px padding

2px stroke

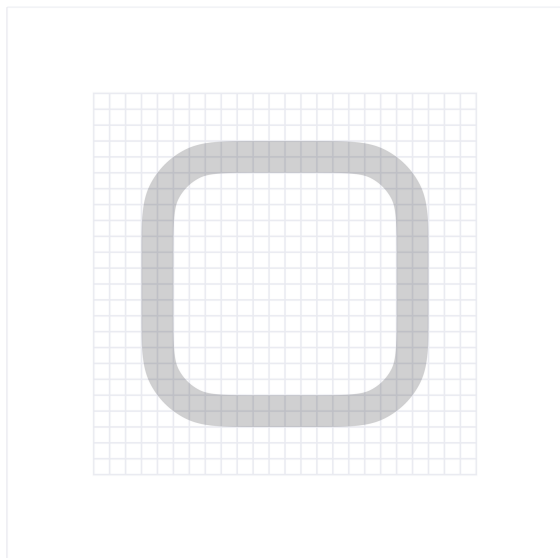
Smooth corners

## Base grid

All icons will be built on a 24px x 24px pixel grid. Every part of an icon should be placed within this grid. The icons are then scaled down linearly to different sizes. Use the grid as your basic guideline to snap the artwork in place.

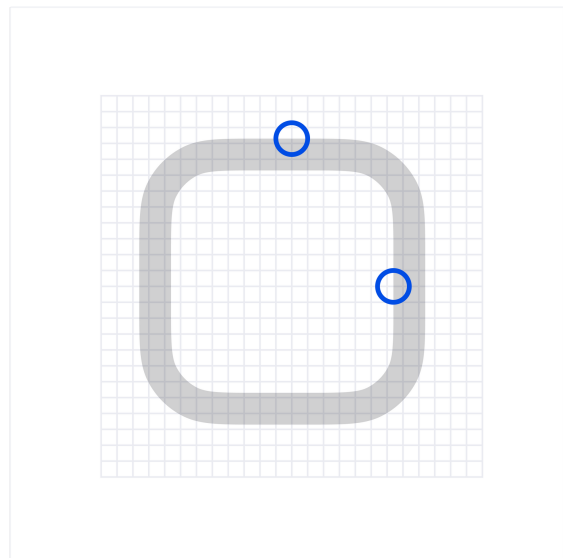


✓ Do



Place the icon within a pixel grid

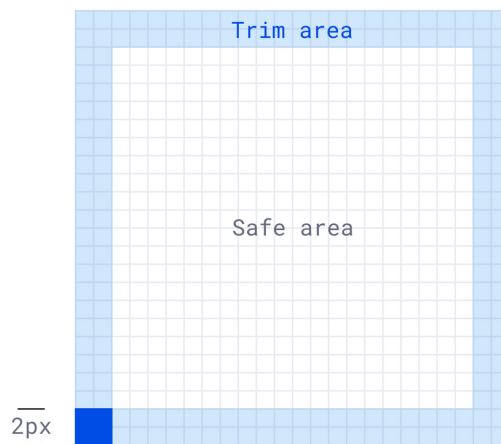
✗ Don't



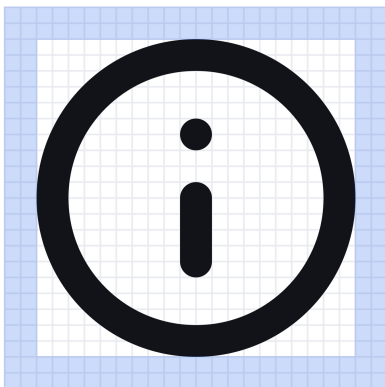
Don't place the icon on decimal points in the x- and y- coordinates

## Padding

Trim area (or padding) indicates the area of the grid that should be avoided. The main part of the icon should be located exactly in the safe area (or live area). By following this approach, icons will maintain their intended size and the whitespace around them when exported. However, if you require more visual emphasis or need to define the content, meaning, or character of the shape, you can extend the artwork into the padding.

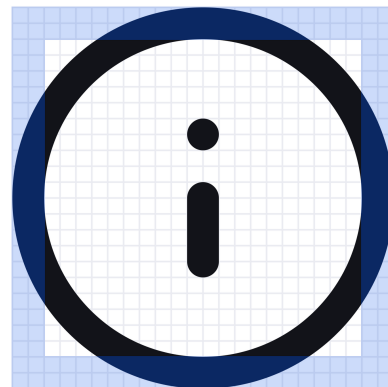


✓ Do



Icon should remain inside the trim area

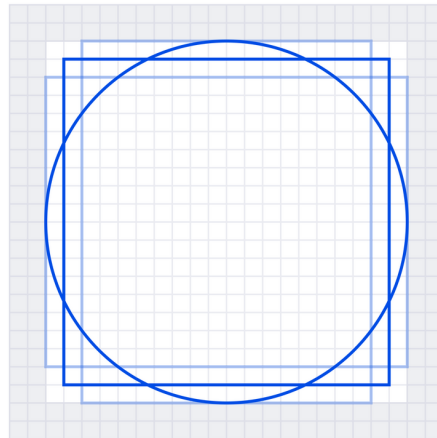
✗ Don't

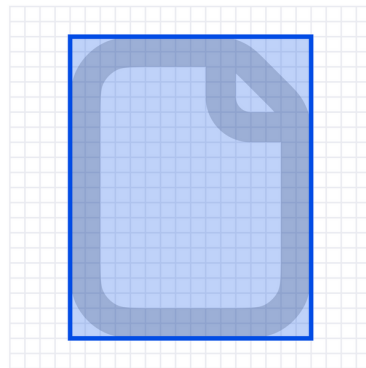
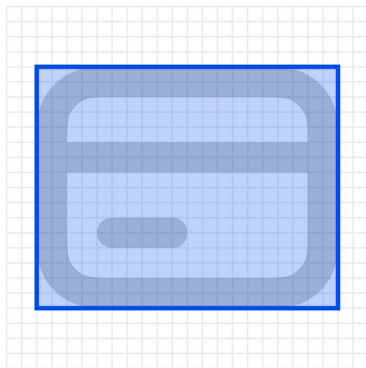
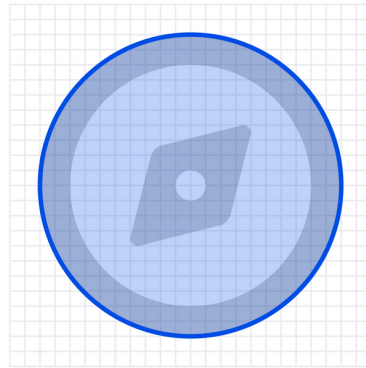
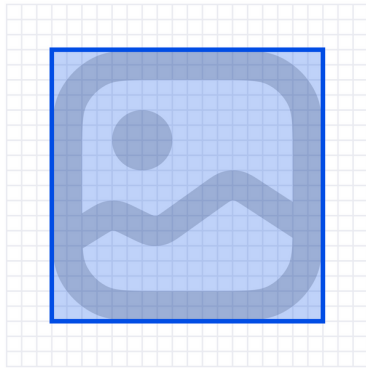


Avoid placing part of the icon in the trim area

## Keyshapes

To achieve a harmonious look for your icons, they should have the same visual weight. You can use basic shapes like square, circle, horizontal, and vertical rectangles to achieve this. These shapes simplify the creation of icons while maintaining consistency in visual weight.



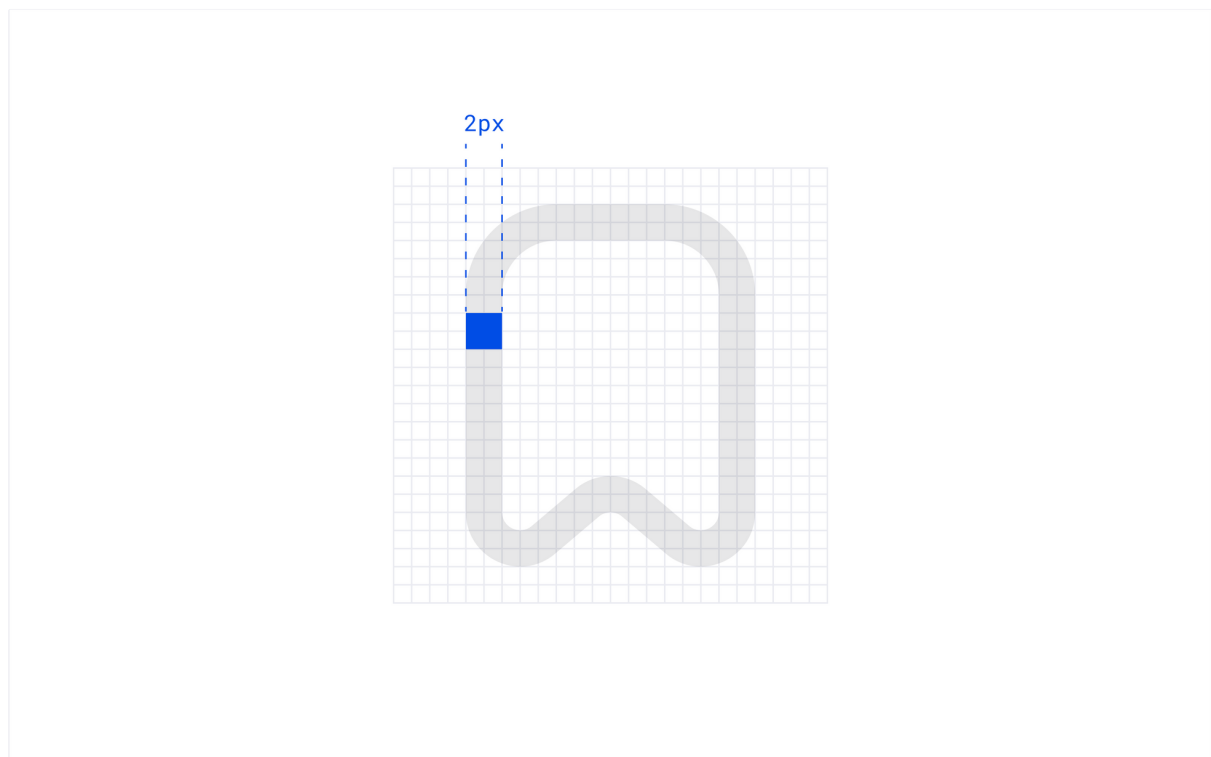


## Strokes

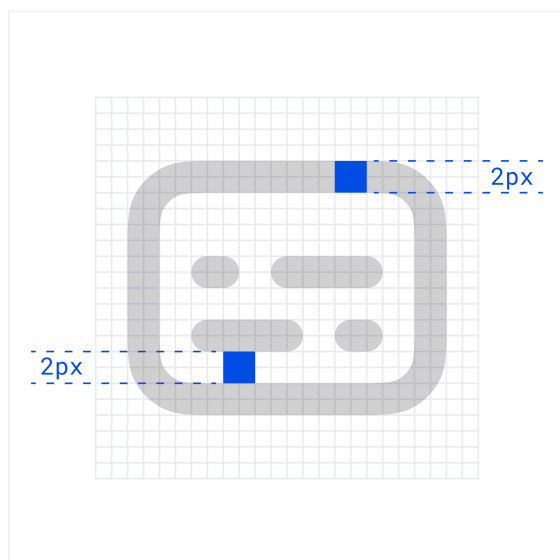
Icons of the same size should not have different visual weights. To maintain consistent visual weight, use a 2px stroke for all icons.

It is also important to maintain a minimum distance between elements that is equal to or greater than the width of the line.



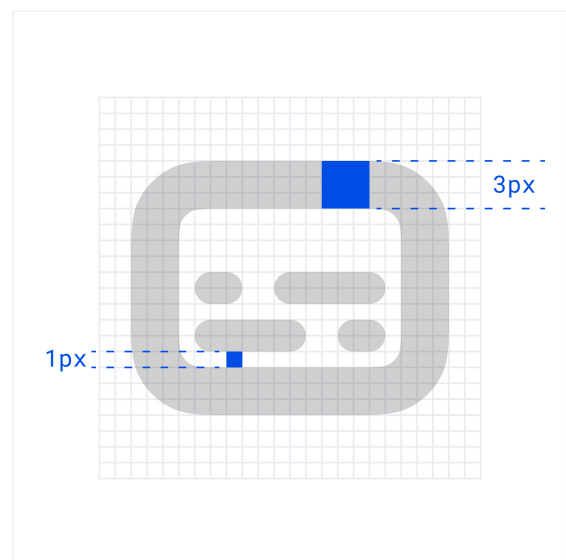


✓ Do



Be consistent with stroke weights and minimal space

✗ Don't



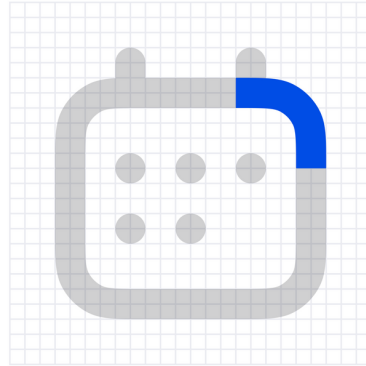
Don't use different stroke weights and minimal space less than the width of the line

## Corners

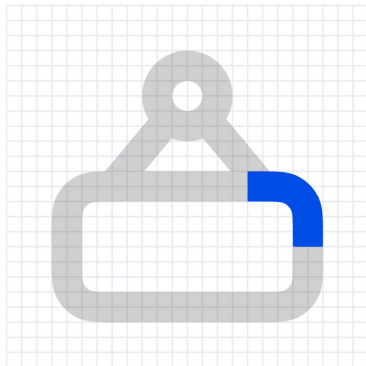
To create a unified set of icons, it's important to define the corners in your objects. Start by choosing the shape of the corners: sharp or rounded. With sharp edges, everything is straightforward. However, with rounded corners, you need to establish rules for how they will be rounded, based on the size of the object.



Corner radius - 4px



Corner radius - 3px



Corner radius - 2px



Corner radius - Circle

## Angles

For optimal anti-aliasing, use 45° angles. Use increments of 15° whenever necessary to accurately depict the shape you are creating for your metaphor. To create harmony across the icon set, consistently use angles that sit on the same increments.

